



SQUARE ENIX.

www.square-enix.com

Published by Square Enix, Inc.

999 N. Sepulveda Blvd., 3rd Floor
El Segundo, CA 90245

EmuMovies

PRINTED IN USA

NINTENDO DS™



INSTRUCTION BOOKLET

SQUARE ENIX.

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



Wireless DS
Multi-Card
Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.



Online Interactions
Not Rated by the ESRB

© 2008, 2009 ARMOR PROJECT/BIRD STUDIO/ARTEPIAZZA/SQUARE ENIX All Rights Reserved.

© KOICHI SUGIYAMA

DRAGON QUEST, SQUARE ENIX and the SQUARE ENIX logo are registered trademarks or trademarks of Square Enix Holdings Co., Ltd. HAND OF THE HEAVENLY BRIDE and the DRAGON QUEST V: HAND OF THE HEAVENLY BRIDE logo are registered trademarks or trademarks of Square Enix Co., Ltd.

Licensed by



NINTENDO, NINTENDO DS AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2006 NINTENDO. This product uses the LC Font by Sharp Corporation, except some characters. LCFONT, LC Font and the LC logo mark are trademarks of Sharp Corporation.



TABLE OF CONTENTS

The World of DRAGON QUEST V: Hand of the Heavenly Bride	4
Controls	6
Starting and Finishing Your Adventure	8
Exploring Towns and Castles	12
Using the Main Menu	16
Commencing Your Quest	22
Let the Battling Begin!	28
Recruiting Monsters	34
Monsters Make Mighty Allies	38
Fun and Games	42
Indispensable Items for Adventuring	48
Must-Have Magic for Adventuring	50
Top Tips for Travelers	52

Scenario & Game Design: Yuji Horii

Character Design: Akira Toriyama

Music Composer: Koichi Sugiyama

Art Direction: Shintaro Majima

Planning & Development: ArtePiazza

Game Creation & Sales: Square Enix Co., Ltd.

Opening Theme "Prologue" Performance:

The Tokyo Metropolitan Symphony Orchestra

World Map Illustration: ArtePiazza

THE WORLD OF DRAGON QUEST

This is DRAGON QUEST V: Hand of the Heavenly Bride...

"After all, my child, you are yet young. Let the Goddess watch over you and your father, Pankraz, as you tread the path of your destiny. And as you venture forth on that path, my child, passing all the people and places that will forge your spirit along the way, you too shall grow into a man. A man with all the courage of his father. A man worthy of a heavenly bride.

Let this tale unfurl, for generations it will span.
Let the quest now begin..."

The Hero (You)

As a child, you are an innocent boy. The owner of a truly pure heart, you have an unusual affinity with monsters. As you grow up, you become big and strong, with the courage of an army of lions. For a man such as this, what fate lies in store...?

4

Pankraz

Your father, with whom you travel the world as a young boy. A chiseled face and a brawny physique give him the look of a hardened soldier, but with a rare talent for magic too, perhaps there's more to Pankraz than meets the eye... And what is the ultimate purpose of the quest he has embarked upon with his young son in tow?



Bianca

Bianca is one of your oldest friends, with an animated personality overflowing with curiosity. As time goes by, the young girl grows up into a heavenly young woman. But what in the world is the startling secret she hides?



Sancho

A warm and emotional fellow who is dedicated to Pankraz and will serve him faithfully to the bitter end. While you and your father are absent on your travels, Sancho remains behind to look after your home.

5

CONTROLS

"DRAGON QUEST V: Hand of the Heavenly Bride" is played almost exclusively using the DS system's buttons. In this manual, black text indicates when buttons are used both in the field and in combat, while **red text indicates when buttons are used only in the field.**

** If you close your Nintendo DS system while playing the game, it will enter Sleep Mode to conserve battery power. When you open your DS again, it will come out of Sleep Mode automatically.*

L BUTTON + R BUTTON

Reset Viewing Angle

SWITCHING BETWEEN WINDOWS

On screens such as the main menu (see page 16), you can push left and right on the + Control Pad to switch between windows when you see the [◀] [▶] arrows displayed.

TOP SCREEN

L BUTTON

- Turn Viewing Angle Clockwise

+ CONTROL PAD

- Move Party Member
- Move Cursor [▶]
- Switch Window

BOTTOM SCREEN (TOUCH SCREEN)

Y BUTTON

- Display Information (see page 13)
- Enlarge Map
- Close All Windows

X BUTTON

- Display Menu
- Confirm

R BUTTON

- Turn Viewing Angle Counterclockwise

A BUTTON

- Action
- Confirm

B BUTTON

- Confer with Party
- Cancel

THE ACTION BUTTON

While moving around, pressing the A Button will perform a range of useful actions, including:

- Talking to people.
- Breaking pots and barrels.
- Climbing down wells.



STARTING AND FINISHING YOUR ADVENTURE

Before you can set off on your quest, you need to create an adventure log to keep a record of your journey. When you want to take a break from your quest, simply make your way to a church and confess everything that's happened to you so that the priest or nun can keep your adventure log up to date.

- 1 Make sure the power of your Nintendo DS system is off, then insert the "DRAGON QUEST V: Hand of the Heavenly Bride" DS Game Card firmly into the Game Card slot, so that you feel it click into place.
- 2 Turn your DS system on, make sure you have read and understood the information that appears on the screen that's displayed (pictured on the right), and press the A Button to continue.
- 3 Select the "DRAGON QUEST V: Hand of the Heavenly Bride" panel on the DS Menu Screen and press the A Button to confirm. The game will begin.

** If your DS system is set to Auto Mode, this step will not be necessary. For more information, please consult the instructions that came with your DS system.*

- 4 See pages 9-11 for instructions on what to do next.

** Throughout this manual, screenshots from the DS system's top screen will have a border like this: , and screenshots from the bottom screen will have a border like this: .*

WARNING - HEALTH AND SAFETY

BEFORE PLAYING, READ THE HEALTH AND SAFETY PRECAUTIONS BOOKLET FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.

TO GET AN EXTRA COPY FOR YOUR REGION, GO ONLINE AT www.nintendo.com/healthandsafety/
Touch the Touch Screen to continue.



Creating an Adventure Log

Select "Create a new adventure log" from the adventure log menu and decide on a name for your hero. You can create up to three adventure logs.

The Adventure Log Menu



Choosing a Name

Enter a name for your hero no more than eight spaces long. When you are happy with the name, select "End" to send your newly-christened hero off on his quest!

Controls

+ Control Pad	Move between characters.
A Button, X Button	Confirm.
B Button, Y Button	Delete.



Finishing Your Adventure

When you want to take a break from your quest, either visit a church to record your exploits in an adventure log (see page 14), or select “Quick Save” from the “Misc.” menu to create a quick save.

Confession (Save)

- 1 Talk to the priest or nun in charge of the church and select “Confession (Save)”.
- 2 Choose the slot in which you’d like to record your adventure log. If you select a slot that already contains an adventure log, that log will be overwritten.



Resuming Your Adventure

When you want to pick up your quest from where you left off, select “Continue your adventure” from the adventure log menu, and pick the adventure log you want to load.



Suspending Your Adventure (Quick Save)

Select “Misc.” and then “Quick Save” from the menu to suspend your adventure for the time being and save all the details to a quick save log. You can only make one quick save log at a time, so the previous one will be automatically overwritten each time you suspend your game. Be aware that the quick save can only be used on the field.

WARNING: Even though there are three adventure log slots available, there is only one quick save log. Therefore, if you make a quick save of a game that was loaded from slot 1, a quick save log made previously from a game loaded from slot 2’s data would be wiped.

Resuming a Suspended Adventure

Select “Continue a suspended adventure” from the adventure log menu to load a quick save and resume your quest.

Deleting an Adventure Log

Select “Delete an adventure log” from the adventure log menu and pick the log you want to erase.

WARNING: Once you delete an adventure log it’s gone for good, so be very careful not to delete anything important.

EXPLORING TOWNS AND CASTLES

In towns and castles you can gather information, buy weapons and armor, and make all the preparations necessary to set out on the hard road to adventure. Preparing yourself well here is the key to survival.

The Quest for Knowledge

The first step on any adventure is to seek out clues and information. Talk to people, look in pots, chests of drawers and other places (by using the A Button), and do whatever else you can to find the vital tidbits you need to figure out what's going on.

Another Point of View

While in towns, castles, towers and other such locations, you can use the L and R Buttons to rotate the view and find doors, treasure chests and other exciting things that you might otherwise have missed.



Reading the Map and Shop Information

If you press the Y Button while in a town or castle, map information will be displayed on the top screen.

Map Information

The information on the map shows you all the points of interest in the current town or castle.

Map Key

	Church		Armour Shop
	Inn		Item Shop
	Bank		Village Shop
	Pub		Monstergarten
	Weapon Shop		



Shop Information

With the map information displayed, press the Y Button again to display a list of the weapons and other items on sale in the town or castle, along with their prices.



Useful Establishments

There are plenty of places to visit that can be of great help to you on your travels. Be sure to drop in on all of them whenever you arrive in a new town, village, or castle.

Churches

The priests and nuns who work in the churches around the world can record your progress in an adventure log, bring fallen companions back to life, and perform a whole host of other helpful services.

Confession (Save)	Records the details of your journey so far in an adventure log (see page 10).
Divination	Tells you how much more experience each party member needs to reach the next level.
Resurrection	Brings a fallen party member back to life.
Purification	Cures poisoning.
Benediction	Lifts a curse.

* Resurrection, purification, and benediction all require a donation of a few gold coins.

Inns

Staying the night at an inn restores all of your party members' HP and MP. The price of a night's board varies depending on the location of the inn and the number of travelers who need accommodation.



Weapon, Armor, and Item Shops

These shops buy and sell a variety of goods. Select an item by pressing up and down on the + Control Pad. Pressing left and right allows you to select how many of a particular item you're interested in.



Banks

You can deposit and withdraw money from the bank in units of one thousand gold coins. Unlike money that your party is carrying, which is halved when you're wiped out by monsters, money stored in the bank always remains untouched. That's why it's best to put any spare cash you have in the bank's vaults for safe-keeping.



Differences Between Day and Night

When in the field (anywhere outside town), time passes as you travel around, until eventually night draws in. If you visit a town or castle at night-time, you'll most likely find the majority of shops there closed. And while you're in town, time does not pass, but you can always go to an inn and sleep until morning comes around.



USING THE MAIN MENU

You can use the main menu to talk to people, check the status of your party members and change their battle tactics, not to mention a whole host of other useful things.

Opening the Main Menu

Press the X Button while walking around to display the main menu.

Party	Physical	Magical	Drain
HP 75	MP 271	MP 111	MP 100
MP 162	MP 68	MP 21	MP 21
Lv 1 27	Lv 1 24	Lv 1 21	Lv 1 11

Status Window

Your party members' HP, MP, and current levels are displayed here.



Gold (G) Carried



Main Menu Window

This window gives access to six submenus (see pages 17 – 21).

Talk

Talk to the person in front of you. If nobody is there, you'll start a conversation with someone in your party instead.

** You can initiate party talk no matter who else happens to be around by pressing the B Button.*

Items

You can look at and use your items here. Pick one of your party members or the bag to see a list of the items they hold.

Items Held

Equipped weapons and armor will have an "E" next to them.

Item Description



Current HP

This gauge displays the selected party member's current HP.

Use	Use the item. You may also need to select who to use the item on.
Transfer	Give the item to another member of the party or put it in the bag.
Discard	Dispose of the item.
Equip	Equip the selected party member with the item if it is a weapon, a piece of armor or an accessory.
Peep	This command will become available to you as you progress on your quest, allowing you to appraise your items.

Attributes

This shows you your party members' attributes, the total time you've been on your quest, how much money you are carrying, and a wealth of other useful information.

Viewing Adventurers' Vital Statistics

If you move the cursor over a party member, the equipment and money they're carrying will all be displayed on the top screen, while their attributes will be shown on the bottom screen. If the party member can use magic, press the A Button to see a list of the spells and abilities they've mastered.



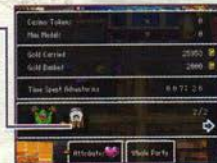
Attributes

Ex (Experience)	Party members gain experience as they defeat monsters. Once a certain amount of experience is earned, a party member's level will go up.
Level	This gives a general indication of a party member's overall development. The various attributes will increase as the party member's level increases.
HP / Max. HP	An indication of physical stamina. This decreases as damage is taken. If it reaches zero, the party member will expire.
MP / Max. MP	The mysterious power needed to cast spells. If it hits zero, the party member will be unable to use magic.
Strength	A measure of physical strength. As this attribute increases, so too does the damage inflicted by physical attacks.
Agility	A measure of physical speed. This affects the order in which party members attack in battle.
Resilience	A measure of physical hardness. As this attribute increases, the damage taken from attacks will decrease.
Wisdom	A measure of natural intelligence.
Luck	A measure of a party member's tendency towards good fortune.
Attack	The sum of a party member's strength and that of the weapon with which they're equipped. This attribute affects the amount of damage inflicted on enemies.
Defence	The sum of a party member's resilience and that of the armor with which they're equipped. This attribute affects the amount of damage taken when attacked.

Perusing the Party's Attributes

If you move the cursor over the wagon icon on the Attributes screen, information such as how long you've been on your quest and how much money you're carrying will be displayed. Press the A Button to switch to a screen that shows your party members' HP and max. HP, MP and max. MP, and press it again to see a screen that shows each member's attack, defense, and level.

Wagon Icon



Magic

This allows you to use spells and other abilities that you've mastered. First pick a member of the party who can use magic, and then select the particular spell you want to cast. Just remember that your party member must have the required amount of MP left in order to use the spell.

MP Display

When you select a member of the party, their current MP and max. MP will be displayed here. When you select a spell, the MP required to cast that spell and the party member's current MP will be displayed instead.



Examine

When you are facing something that can be more closely scrutinized, this command allows you to examine it in the same way as the action button does except it won't break certain objects. When there is nothing particular in front of you, you will examine the ground at your feet instead.



Items Worth Investigating...



Misc.

From this menu you can change things like the line-up of your party (see page 25) or a particular member's battle tactics (see page 30).



Heal All	Use party members' magic to fully restore the party's HP as efficiently as possible.
Equip	Change the items with which party members are equipped.
Line-up	Change the formation of your party. The closer a member is to the party leader, the higher their chance of being attacked in battle.
Tactics	Alter your party's battle tactics, either as a whole, or for each party member individually.
Organise Items	Put all items that party members cannot be equipped with into the bag. You can do this for the entire party at once, or for one member at a time.
Sort Bag	Organize the items in the bag. Items can be sorted by type or alphabetically.
Battle Message Speed	Adjust the battle message speed, background music volume, and the sound effect volume.
Quick Save	Make a quick save without having to visit a church.

COMMENCING YOUR QUEST

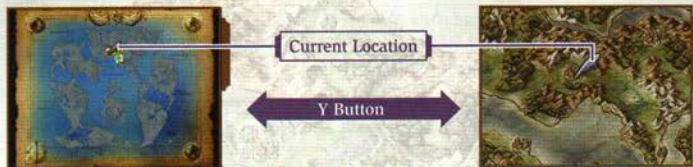
Once you set foot outside town, you'll be out in the field, with the whole wide world stretching off in all directions, just waiting for you to explore it. You can make your way on foot, or by using another form of transport like a wagon or ship.

Walking the Wide World

Use the world map on the top screen to guide you as you travel through towns, castles, caves, and other places of interest on your long and arduous quest. As you travel around, the areas you traverse will be colored in on the map, and any locations of note that you visit will be marked for future reference with a red dot. If you encounter enemies while traveling through the field, a battle will ensue (see pages 28-33).

Zooming in on the Map

Pressing the Y Button gives you an enlarged view of the world map on the top screen.



Types of Terrain

You can travel about on land by foot or in a wagon, but to traverse the high seas, you will need a ship.

On Land			
Grassland ●	Scrub ●	Forest ●	Desert ●
Hills ●	Bridges ●	Poisonus Marshland ★	Mountains ✕

At Sea
Open Sea ●
Reefs ✕

●...Traversable ★...Traversable, but inflicts damage ✕...Impassable

Towns, Castles, and Other Places of Interest

You will find all manner of interesting places dotted around the world. If you happen across one, be sure to pay a quick visit.



Caves and Towers

Caves and towers are generally infested with fearsome foes just waiting to give you flack! You'll have to leave your wagon outside the smaller ones, but some of the larger ones are spacious enough for you to bring it in with you.



Modes of Transport

Once you lay your hands on a new form of transport, you might find you're able to reach areas you couldn't get to before.

** There are other modes of transport besides those pictured on the right.*

Soaring in the Skies

When you're airborne, you can fly as freely as a bird without the risk of pesky enemies popping up. However, you can only touch down in areas that are traversable on foot.

** You cannot cross terrain like hills or forest on the flying carpet.*



On the Wagon

The wagon allows you to travel around with a maximum of eight companions, up to four of whom can comprise your battle party. You can swap members in your battle party for those in the wagon any time you have the wagon in tow.



Party Line-up

Your battle party members will be arranged as shown in the screenshot on the right. The closer a member is to the party leader, the higher their chance of being the target of an attack, so be sure to place those members with low HP towards the rear of the party, behind the brawn!



This is how the party is arranged when traveling in the field.

Changing Equipment and Managing Items

Party members can freely change their equipment and handle items whether they are in or out of the wagon.

In Town

You can't take the wagon with you into towns or castles, but party members left out in the wagon can still buy and sell things at shops, use magic and handle items.



In Caves and up Towers

When the wagon can't go inside a cave or tower, it'll be down to the four battle party members to explore on their own. Magic or items belonging to party members left behind won't be available to you.



When All Battle Party Members are Wiped Out

If, during the course of combat, all the battle party members are wiped out, the others waiting in the wagon will spring into action and rush to their ailing comrades' aid.

Gaining Experience

When traveling with the wagon in tow, all members of the party will gain experience from battle, even those who never set foot outside the safety of the wagon!



LET THE BATTLING BEGIN!

When you encounter enemies in the field, in caves or in towers, battle will ensue! Your task is to skillfully use the commands at your disposal to attack, cast spells, and do whatever else it takes to vanquish your foes.

The Battle Screen

You can see your party members' current status on the top screen, while your main battle commands and your enemies will appear on the bottom screen.

Current Tactic / Command Details

The tactics currently assigned to your party members are displayed here. When a command is selected, details about it are also displayed.

Status Window

Your party members' HP, MP, and current levels are displayed here.

Main Command Window

The four main battle commands appear here (see pages 29-32).



Fight

Select one of the four subcommands to choose how the party member will take on the enemy. Party members whose battle tactics are set to anything other than "Follow Orders" will act of their own accord, and these subcommands will not be displayed.



Attack

Current HP

Issue this command to attack either bare-handed or using the weapon with which the party member is currently equipped. Depending on the weapon used, the attack may inflict damage on a single enemy, a group of enemies, or even all of the enemies at once.



Magic/Abilities

Issue this command to use spells and other abilities that the party member has mastered to attack the enemy or help out fellow party members.



Items

Issue this command to use an item or change equipment. You won't be able to use items that are in the bag.



Defend

Issue this command to have the party member adopt a defensive stance, reducing the amount of damage taken from an ensuing attack.

Tactics

This command allows you to dictate how your party members act in battle. When you wish to change the whole party's tactics at once, select the wagon icon. When you want to change a single party member's orders, select that character's icon.

** Some party members won't allow you to tell them how to do battle, and will act under their own authority when in combat.*



Show No Mercy	Defeat the enemy as quickly as possible, regardless of MP consumption.
Fight Wisely	Pay equal consideration to both attack and defense. Sometimes use spells, depending on the situation.
Watch My Back	Forgo attacking entirely to concentrate on protecting the hero with healing and support magic.
Don't Use Magic	Fight without casting spells.
Focus on Healing	Keep a close eye on party members' HP, and heal them early to keep them fighting fit.
Follow Orders	Listen to the hero's (your) instructions, and do battle as he dictates.

Party

This command becomes available once you acquire a wagon. It allows you to swap members between the wagon and the battle party.

Change One

Swap a single battle party member with one in the wagon.



Status Window

Change All

Swap the entire party out of battle. The new battle party will be lined up in the order you pick them.



Flee

This command gives you the chance to escape from a battle...sometimes! You won't always be able to run away, and a failed attempt to flee will result in the enemy getting a free hit on you, so don't rely on it blindly.



Watch Your Status

Some special attacks can result in a party member's status being affected. Status abnormalities have all kinds of negative effects, including making the afflicted party member unable to act at all, so you should always try to clear them up as quickly as possible.

Examples of Status Abnormalities

Asleep	Character is unable to act until they wake up.
Poisoned	Character takes damage as they travel in the field.
Paralysed	Character becomes unable to move or act.
Confused	Character acts wildly and unpredictably, even attacking members of their own party.

Concluding Combat

When all enemies have been defeated, the battle ends, and the party receives experience, gold and sometimes even items. When a party member's experience reaches a certain point, his or her level will increase.



When You're Wiped Out

If everyone in your party falls in battle, and you are completely wiped out, you will be revived at the last place you made a confession (saved your game). The amount of gold you are carrying will be halved, but you won't lose any items or experience you've earned.



The Downside of Death

- Only a single member of your party will be revived. You'll have to bring everyone else back to life either in church or with magic.
- You lose half of the money you were carrying.

RECRUITING MONSTERS

Once you manage to source a wagon, you'll be able to start recruiting monsters! It's an opportunity to create a truly unique party, so try to recruit as many as you can.

Before Recruiting Monsters...

As you trot around the globe on your quest, you may well bump into an old man with some very interesting advice about recruiting monsters. As he'll tell you, first and foremost, you need to get your hands on that wagon.



How to Befriend the Beasts

After some battles, you'll come across the odd monster that gets up again and looks at you with a friendly glint in its eye. It's up to you if you want to recruit a monster or not. Just listen to your gut and select "Yes" or "No" accordingly.

** If you already have the full eight members in your party and you want to recruit a monster, you'll have to pick a monster to dispatch to the monstergarten (see page 36) first.*

** The monstergarten has enough space for more than 70 monsters. Nevertheless, if Monty tells you the place is full, you'll have to let your friend go back to the wild.*



Beasts That Go Jump in the Fight

Only one monster per battle will be recruitable, and you can only recruit up to three of the same type of monster. Your chances of being able to recruit a monster depend on the type of monster in question, and there are some that you won't be able to recruit until the time is right. Check the Big Book of Beasts (see page 49) to find out which monsters are easier to make friends with, and which ones are not!

Make Use of the Monstergarten

The monstergarten is a place where you can leave the monsters you befriend to be looked after in your absence. Besides being a handy place in town to drop off the monsters, you can also name your new companions at the monstergarten. In fact, you'll have the following options to choose from when you arrive:



Drop off a monster	Leave a monster member of the party in Monty's loving care.
Pick up a monster	Collect a monster to include in the party again.
Look around	See how your little sweeties are getting on.
Release a monster	Sometimes you have to let go. But be careful, because once you say goodbye to a monster, it'll be out of your life forever.
Rename a monster	Give your little treasures names. Or even name your bag if you feel like it!

Leaving Monsters at the Monstergarten

When you leave a monster at the monstergarten, all the items they're carrying except those they are equipped with will be transferred to the bag. Also, while monsters are staying at the monstergarten, they don't pick up experience as your party continues on its quest.



Patty's Party Planning Place

As your adventure progresses, you'll find that it's not just monsters joining your party, but people too. Having the right person in the party at the right time can be crucial, and Patty's the girl to help make sure your party goes off with the right kind of bang!



The Party Planner Menu

Add party members	Pick up someone who's been resting at Patty's and have them join the party.
Leave party members	Leave someone at Patty's to have a rest.
Who's up for a party	Peek at Patty's party participants, and see what kind of state they're in!

MONSTERS MAKE MIGHTY ALLIES

Some monsters have special abilities and, just like humans, they develop as they get older and more experienced. Look after your monsters, and they'll look after you!

Monstrous Level Gains

Monsters acquire experience just as the human members of your party do. Equally, when their experience breaks a certain threshold, their level will increase. Each particular monster has its own maximum level, above which they can never rise, no matter what.



It's Wise to Work on Wisdom

If a monster's wisdom is lower than 20, it will simply ignore what you tell it to do in battle. Until your monsters learn to understand who's boss, it's probably best just to leave them in the wagon to gain experience.



Monsters Master Mighty Moves...

As your party's monster crew climbs through the levels and gets stronger, they'll not only learn spells, but also some powerful abilities that aren't available to you and your human companions. And moreover, these abilities don't consume MP, so if used wisely in battle, they can really help things along.



Freedom in the Party Line

You can only take four brave party members into battle, but once you have a wagon, you can travel around with up to eight companions. These companions can be freely swapped in and out of your battle party in the middle of the action by using the “Change One” and “Change All” commands under the “Party” section of the battle menu. So, when you’re faced with a tough adversary, for example, think about adding a support monster to your party who’s equipped to the nines, or a recovery monster who can step in when things get nasty and get the party back on tip-top form. The party is your beast to make your own, and your beasts can make it!



Dead Hero? The Battle Must Go On!

Even when you (the hero) have fallen in battle and the party consists exclusively of recruited monsters, the fighting will continue. Equally, if you’d just like to take a break from the action for a while, you can substitute in a monster to take your place in the battle party too. The key as always is to think about your tactics, and issue commands wisely.



Monsters are Brothers-in-Arms...So Arm Them!

Just like your human companions, monsters can be equipped with weapons and armor. There are even some items of equipment designed exclusively for monsters that will make them extra-effective in battle.



FUN AND GAMES

It's not all about pitting yourself against malicious monsters you know! Sometimes you have to take a detour and let your hair down too. Here are some of the distractions you may find along the way:

Amass Masses of Mini Medals!

If you can find the whereabouts of King Dominicus, you'll be able to exchange the mini medals you find dotted around the world for a host of rare items and weapons.



Cash in at the Casino!

Exchange your gold coins for casino tokens, and you'll be able to gamble on all sorts of fun games like poker and the slot machines. As you tally up more and more tokens, you can trade them in to receive all sorts of exciting items at the exchange counter. There's also slime racing to have a slurp at, where you can place bets on the order in which the race participants will bounce over the finish line. And if you have a slime in your party of level 20 or more, you can even enter it into the race and win a cash prize if it comes in first or second!



Ooh, Bruise the Ooze!

In the residence of a certain opulent figure you will meet on your quest, there is a game called "Bruise the Ooze". The aim is to use the stylus to batter the blobs of slime as they emerge from their hideaway holes...in the correct order. You play for points, and ultimately a position on the leader board. So don't stand around and snooze... Bruise that ooze!



Treasures & Trapdoors: An Explosive Experience!

There are places in the world where you can become a piece in a life-size board game known as "T 'n' T". Roll the die and race around the board, retrieving treasure and teetering on the edge of trapdoors! You'll be battling monsters, investigating chests of drawers and facing unexpected events all the way to the finish! Each attempt at a T 'n' T board requires one T 'n' T ticket.



Nail the Knick-knackatory!

The knick-knackatory is a museum of sorts, where famous souvenirs from around the world are put on display. Once you've found its location, you can start building up a display of the knick-knacks that you've collected on your travels. As you exhibit more and more exciting items, you'll start attracting more visitors, and in turn become more successful. And who knows what success as a knick-knackerer might bring...



Your Very Own Knick-knack

If you have a chat with the extremely exotic Annette in the Exotica Net area of the knick-knackatory, you'll have the chance to dream up your very own knick-knack! Such creations are known as exotica, and you can exchange them with other players on Exotica Net using DS Wireless Communications. You can pick your knick-knack's name, shape, the locality from which it originates and its value, after which you can add a message with which to send it on its way!



Experimenting with Exotica Net

Talk to Exotic Annette and select "Exotica Net" to enable Exotica Net exchanges. If other players who have enabled Exotica Net happen to be nearby, you can swap items of exotica with them. If you want to disengage from Exotica Net, just press the A Button. And don't worry, you will always keep a copy of any knick-knack you send, so you won't lose it once it's been exchanged.



** You can receive up to 24 items of exotica. They are automatically displayed in your expo hall.*

** If you want to make some space in your expo hall, speak to Exotic Annette and select "Retire Exotica".*

Notes About Exotica Net

When you want to use the Exotica Net feature, read pages 46-47 carefully, and take note of the following:

- The messages you attach to your knick-knacks could potentially be read by a vast number of people. Be careful not to include anything private or sensitive, and avoid messages that may cause offense or discomfort to others.
- Your DS system will continue to communicate with others even when it is closed.
- Please do not switch off your DS system or remove the Game Card while you are connected to Exotica Net.
- Exotica Net communications (DS Wireless Play) consume battery power rapidly, so be careful. If the battery runs out while you are playing (including when you are in Sleep Mode), you will have to restart your adventure from the last place you made a save.

2 DS Wireless Communications (DS Wireless Play)

Here are some basic instructions about how to set up your system for wireless play.

You will need:

One (1) Nintendo DS/Nintendo DS Lite per participant.

One (1) "DRAGON QUEST V: Hand of the Heavenly Bride" Game Card per participant.

Connection Procedure







- 1 Make sure the power of each DS system is turned off, then insert the Game Cards.
- 2 Turn the power on. The DS Menu Screen will be displayed.
- 3 Touch the "DRAGON QUEST V: Hand of the Heavenly Bride" panel.
- 4 See pages 44-45 for further instructions.









INDISPENSABLE ITEMS FOR ADVENTURING

Some items can be bought in shops, some are found in treasure chests, and others are dropped by fallen foes. Whenever you come by a new weapon, accessory or piece of armor, be sure to equip someone in your party with it, or you won't reap the benefits!



Weapons

 Copper sword	A basic sword that relies more on brute force than cutting power to inflict damage.
 Steel fangs	A monster-only weapon made of hard steel shaped into razor-sharp teeth.
 Boomerang	A throwing weapon that inflicts damage on all enemies at once.
 Lightning staff	A weapon that harbors the power of electricity. It can also be used as a tool during battle.
 Dream blade	A soporific sword that severs its target from consciousness.
 Cautery sword	A sword blessed with the power to smite evil. It can also be used as a tool during battle.







Armor

 Wayfarer's clothes	Hard-wearing clothes made of sturdy cloth. Popular with adventurers.
 Handwoven cape	A cape carefully composed by a capable craftsperson. For women to wear over the shoulders.
 Leather kilt	Sturdy garb made from animal hide that mainly protects the lower half of the body.
 Iron cuirass	A tough metal protector for the chest.
 Scale shield	An extremely hard shield with an outer skin of dragon scales.
 Iron helmet	A helmet made of hard metal that provides good protection for the head.





Accessories

 Meteorite bracer	A magical wristguard that doubles the wearer's agility.
 Kamikazee bracer	With this accessory on, something rather unusual happens when an ally falls in battle.

Other Items

 Medicinal herb	Heals wounds, restoring a little HP.
 Antidotal herb	A powerful antidote that cures poison.
 Chimaera wing	When thrown into the air, it allows the user to return to a previously visited town or castle.
 Holy water	Sprinkle it over the body to ward off weaker monsters for a while.
 Monster munchies	A useful item for attracting monsters, or for distracting them briefly.
 Seed of resilience	Eat one of these to increase your resilience slightly.

Special Items

 Night light	A black flame flickers inside this mysterious lamp that allows you to change day into night in an instant.
 Flying carpet	A magical rug that you can ride through the air!
 Magic key	A key imbued with the power of magic which can open even complex locks.
 Big Book of Beasts	A heavy encyclopaedia of all the monsters you have so far encountered, with details of their strength, ease of recruitment and the items they may leave behind after battle.

* These are just some of the items you can find. There are plenty more to be discovered.

MUST-HAVE MAGIC FOR ADVENTURING

Some can be used only in the field, some can be used only in battle, and some can be used at any time. Be sure to know all your spells and abilities inside out so you can make the most of them.

Attack Spells

Name	Effect	When To Use
Frizz	Singes a single enemy with a small fireball.	In Battle
Sizz	Singes a group of enemies with a blazing fire.	
Bang	Damages all enemies with a small explosion.	
Crack	Pierces a single enemy with razor-sharp icicles.	
Woosh	Slices through a group of enemies with a small whirlwind.	
Zap	Calls down lightning on all enemies.	
Whack	A cursed incantation that sends an enemy to the hereafter.	

Recovery Spells

Name	Effect	When To Use
Heal	Restores at least 30 HP to a single ally.	Any Time
Fullheal	Restores all HP to a single ally.	
Zing	Occasionally resurrects a fallen ally with half HP restored.	
Kazing	Resurrects a fallen ally to full health.	
Squelch	Cures a single ally of the effects of poison.	

Support Spells

Name	Effect	When To Use
Buff	Raises the defence of a single party member.	In Battle
Sap	Reduces the defence of a single enemy.	
Dazzle	Envelops a group of enemies in illusions.	
Fizzle	Prevents a group of enemies from using magic.	

Other Spells and Abilities

Name	Effect	When To Use
Evac	Exit instantly from dungeons, caves, and towers.	In the Field
Holy Protection	Generates a holy aura that keeps weaker monsters away.	
Whistle	Summons monsters with a whistle.	
Nose for Treasure	Reports the number of nearby treasures.	

Monster-Specific Abilities

Name / Use	Effect	When To Use
Fire Breath	A fiery breath attack.	In Battle
Sweet Breath	Lulls the enemy to sleep with a honey-like exhalation.	
Focus Strength	Focus the fighting spirit to strike with redoubled force on the next attack.	
Meditation	Become at one with the self to regain strength.	

** These are just some of the spells and abilities you can learn. There are plenty more to be discovered.*

TOP TIPS FOR TRAVELERS

All manner of trials and tribulations await you on your quest, but here are some handy hints to help you if you ever get stuck.

Save & Save Again

It's always frustrating when you or your battery unexpectedly dies, forcing you to replay a whole chunk of the game. Be sure to save frequently to avoid this happening.

WHEN SAVING WILL SERVE YOU SPLENDIDLY!

- When you arrive at a new town or castle.
- Before setting off to a cave or tower.
- After acquiring an important item or when party members gain a level.



Pay Attention to Your Party's Point of View

If you select the "Talk" command or press the B Button when there's nothing directly in front of you, you'll start a conversation with the other members of your party. They'll often have some very useful words of advice and pearls of wisdom for you, so if you ever get stuck, pressing the B Button might just save your bacon!



Tactics Can Turn the Tide

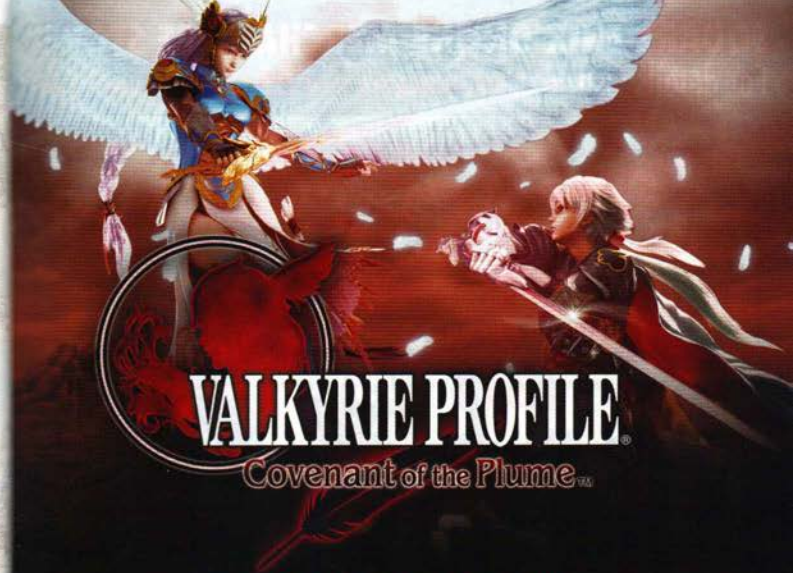
If you set party members' battle tactics (see page 30) to anything other than "Follow Orders", they will fight automatically according to the tactic you chose. When leveling up near towns and castles, you might find it easiest to select "Show No Mercy", and let your team do the fighting for you as quickly and efficiently as possible.

Making Monsters Amiable

Just defeating monsters can be enough to make them want to join your party at first, but once you've already recruited a certain type of monster, getting more of the same type to join you can prove tricky. If you want a party full of brawny beasts, make sure you do battle with as many different monsters as you can find.



NOTES



VALKYRIE PROFILE®

Covenant of the Plume™

COMING MARCH 17, 2009



Fantasy Violence
Mild Language
Mild Suggestive Themes

<http://na.square-enix.com/vpcp/>

NINTENDO DS™ SQUARE ENIX®

© 2008, 2009 SQUARE ENIX CO., LTD. All Rights Reserved. /Developed by tri-Ace Inc. Character Illustration: KOU YOSHINARI / YOU YOSHINARI
SQUARE ENIX and the SQUARE ENIX logo are registered trademarks or trademarks of Square Enix Holdings Co., Ltd. VALKYRIE PROFILE,
COVENANT OF THE PLUME and the VALKYRIE PROFILE: COVENANT OF THE PLUME logo are registered trademarks or trademarks of Square
Enix Co., Ltd. Nintendo DS is a trademark of Nintendo. © 2004 Nintendo. The ratings icon is a trademark of the Entertainment Software Association